

Amendments to the Specification:

Please replace the paragraph beginning at page 2, line 8 with the following rewritten paragraph:

In designing bonus games, gaming designers must calculate the frequency at which the bonus game trigger(s) will be obtained in the base game and, based upon the play of the bonus game, the contribution to the overall payback of the game. That is, if a gaming designer wants a game to have a 92% payback (i.e. theoretically retain 8% of all wagers) the payback contribution from the base game and bonus game must be configured to account for the contribution from the bonus game feature. Another factor which must be considered in the game design calculus is whether or not large awards will be offered in the bonus game feature. It is believed that by-providing large awards in the bonus game feature is attractive to players. However, if the bonus game feature contribution to the game overall payback is too high, the payback from the base game must be reduced. Reducing the pay back for the base game can be frustrating to the player who does not obtain a bonus game trigger since the player will tend to lose his/her bankroll in short order. If the payback from the base game is to be maintained high (so the player maintains interest in the game), then the frequency at which the secondary game feature is triggered must be reduced. As stated above, if the frequency of obtaining the trigger is low, the player is likely to terminate their gaming session early since he/she has not obtained a triggering outcome. Thus, the game designer is left with decisions and trade-offs in designing the game. Games where the secondary or bonus feature has high awards, requires either reducing the frequency of the trigger for the secondary game or lowering the payback for the base game. If the bonus game is infrequently triggered and the base game has a low payback, a player will lose enthusiasm for the game or run out of money before the bonus game is triggered. In such a circumstance it is likely that the player will not play the game again. Making the secondary game awards small but frequently triggered can lead to a boring game where the bonus game trigger becomes a routine event.

Please replace the paragraph beginning at page 3, line 19 with the following rewritten paragraph:

There is set forth according to the present invention a device and and method which overcomes the drawbacks noted above.

Please replace the paragraph beginning at page 3, line 21 with the following rewritten paragraph:

Toward this end there is set forth a method and device which includes a computer processor and a primary game display. The primary game display may be embodied as a window to view electro-mechanical reels of a slot machine or a video display displaying the features of the base game such as the virtual reels of a video slot machine. Apparatus is provided for a player to make a wager to player the apparatus and to prompt play. The processor is configured to, in response to prompting of play, randomly select and display indicia at the primary game display to define a primary game winning or losing outcome and if the primary game outcome is a winning outcome to issue a primary game award to the player. For example, the processor may be configured to randomly select an outcome and control the display (or electro-mechanical reels) to display the reels spinning and stopping to align symbols on one or more pay lines for the game. If the indicia aligned on any pay line is a winning combination, an award is issued for the combination.

Please replace the paragraph beginning at page 7, line 15 with the following rewritten paragraph:

According to the present invention, the device 10 includes a computer processor 38 configured to operate and control the various functions of the device 10. The processor 38 is housed within the housing 14 and communicates with first and second data structures 40, 42 as hereinafter described. The processor 38 also communicates with a bonus game display 44 which may be embodied as a electro-mechanical wheel, slot machine reels, video display or other displays for the bonus game feature. Where the bonus game display 44 is a separate wheel as suggested in FIG. 1, it may be mounted on or in the primary game apparatus 12 top box 34 and may be an electro-mechanical wheel or a graphic video display of the wheel. Further, the bonus game display 44 and primary game display 16 may share the same display. That is, where the primary game display 16 is a video display, the processor 38, when the bonus game is triggered as hereinafter described, is controlled to segue to display to the player the bonus game display.

Please replace the paragraph beginning at page 9, line 23 with the following rewritten paragraph:

Continuing with FIG. 2, after selection of the outcome, the processor 38 displays at the primary game display 16 the selected outcome. Where the primary game ~~is~~is an electro-mechanical, three reel slot machine (often referred to as a "stepper game"), the processor 38 controls the reels to rotate and stop to display the outcome at the primary game display 16 where symbols or blanks (referred to collectively herein as indicia) are displayed on one or more designated pay lines, again as is known in the art. At 56 the processor 38 judges whether the outcome is a winning outcome or a losing outcome. If the outcome is a winning outcome, the processor 38 at 58 awards the corresponding award to the player by dispensing coins/tokens into the tray 32 or awarding gaming credits which are accumulated in a credit meter.